

CLAIMS

What is claimed is:

1. A computer game combined progressive language learning system, which comprises:

5 a playing module, used to provide a playing process according to a predetermined playing mode, and receives a operation control to execute the playing process, further comprising:

 a playing element database, used to store playing elements needed by said playing process of said playing mode; and

10 a playing operating unit, used to receive said operation control to the playing process, then retrieves at least one playing element from said playing element database to procude said corresponding playing process, and receives said operating control to the playing process;

 an user control interface, used to provide said operation control to playing process
15 and learning process;

 a event triggering module, requesting a corresponding learning process according to a triggered event produced during the playing process; and

 a learning module, used to provide the learning process according to predetermined learning mode and receives the operation control to execute said learning process, further
20 comprising :

 a language element database, used to store needed language elements by said learning process of said learning mode;

 a learning executing unit, according to said triggered event, retrieving at least

one language element to produce said corresponding learning process and receiving said operation control to said learning process; and

a learning adjustment unit, used to adjust said playing mode and said learning mode according to a learning and evaluation record.

5 2. The computer game combined progressive language learning system of claim 1, wherein said user control interface further comprises procedure for providing said playing mode and said learning mode.

 3. The computer game combined progressive language learning system of claim 1, wherein said triggered events comprises of two types, active triggered events and passive
10 triggered events.

 4. The computer game combined progressive language learning system of claim 1, wherein said learning adjustment unit further comprises procedure for executing learning recording and evaluating during said learning process.

 5. The computer game combined progressive language learning system of claim 4,
15 wherein said learning adjustment unit further comprises procedure for storing said learning record when said playing process and said learning process are terminated.

 6. The computer game combined progressive language learning system of claim 1, wherein said learning mode is one selected from the group consisting of alphabets, words, phrases, sentences and articles.

20 7. The computer game combined progressive language learning system of claim 6, wherein said language element is one selected from the group consisting of text, sound and image.

 8. A computer game combined progressive language learning method, which comprises the steps of:

activating game and determine a playing mode and a learning mode;

executing game initialization and starting a playing progress according to said playing module;

5 activating said learning mode and executing a corresponding learning progress as a triggered event occur,;

recording and evaluating learning records in said learning process, and store the learning records; and

adjusting said learning mode and said playing mode instantaneously according to said learning records.

10 9. The computer game combined progressive language learning method of claim 8, wherein said learning mode is one selected from the group consisting of alphabets, words, phrases, sentences and articles.

15 10. The computer game combined progressive language learning method of claim 9, wherein said learning mode's language element is one selected from the group consisting of text, sound and image.

11. The computer game combined progressive language learning method of claim 8, wherein said triggered events comprises of two types, active triggered events and passive triggered events.

20 12. The computer game combined progressive language learning method of claim 8, wherein said method further comprises step of storing said learning record when playing process and learning process are terminated.

13. The computer game combined progressive language learning method of claim 8, wherein said method further comprises a step of using a user control interface for providing said playing mode and said learning mode.